

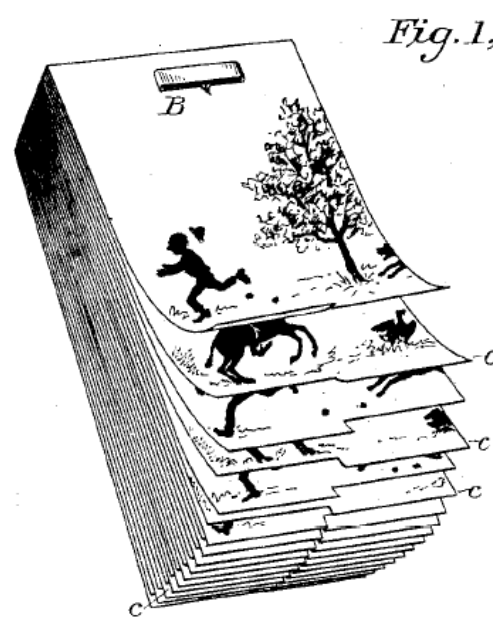
Make your own
ANIMATED FILM

flipbook

**animation
fun**

Phenakistoscope and Thaumotopes and Zeotropes Oh my!

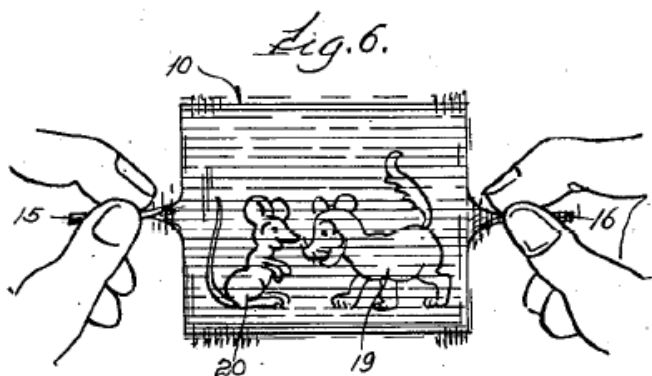
The history of animation and specifically flip books are well documented by the patents the inventions received. Recently, flip books have renewed their popularity due to photo programs and applications that turn videos into motion pictures. However, the idea for flip books has been around since the late 1800's when Henry Van Hoesenbergh patented the optical toy Patent #259,950.



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Around the same time, others were experimenting with different methods for creating animation from optical illusions.

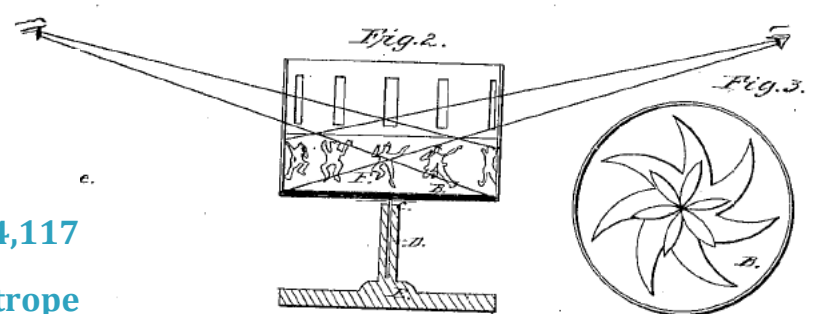


U.S. Patent #2,516,367

Thaumatrope

U.S. Patent #64,117

Zoetrope



Most depended on the principle idea that the image communicated to the eye by an object, remains upon the retina for a short time, after that object has passed. This allows a series of pictures to be passed by the eye in rapid succession to convey the impression of a single object in motion.

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The early animation techniques depend on the principle that an image communicated to the eye by an object, remains upon the retina for a short time, after that object has passed. This allows a series of pictures to be passed by the eye in rapid succession to convey the impression of a single object in motion.

To make your flipbook:

1. Think of a story. The best stories for flipbooks are simple motions like: a wheel rolling across the page, a frown turning into a smile, a person doing jumping jacks, or a flower growing.
2. Write the title of the film and your name on the sticker on the cover of your book.
3. Starting at the back of the book, draw your first picture. Keep it simple, remember you are going to have to draw 24 of them!
4. Flip the next page on top of the one you just drew, copy exactly everything that is not moving. Redraw the part that will move, changing it just a little in the direction of movement.
5. Repeat this for the next pages, until you reach the front cover. Try to time your changes so that your action is stretched across all 24 pages of the book.
6. Hold the flipbook in your right hand. Flip all the pages up with your left hand then let them go one by one to watch the action. Enjoy!

Why 24 pages?

In the animation world, one second of action consists of 24 frames. Think of all the work you are putting into your book for a single second of motion. Now consider your favorite animated film and estimate how many individual images would have been created!